

We claim:

1. An amusement system comprising:

a cartridge configured to store data representative of sound and to produce electrical signals representative of sound, where the cartridge includes memory, a processing system, programming executable by the processing system to produce electrical signals representative of sound from the data representative of sound, and at least one connector configured to releasably connect the cartridge to a player; and

a player to receive electrical signals representative of sound from the cartridge and to produce sound vibrations from the received signals, where the player is configured to receive the cartridge and to releasably connect to the at least one connector of the cartridge, where the player further includes a transducer to produce the sound vibrations, and where the player includes controls configured to trigger the cartridge to produce electrical signals representative of sound and to transmit those signals to the transducer to produce sound vibrations, but where the player is devoid of a processor to process the electrical signals received from the cartridge.

2. The amusement system of claim 1 where the cartridge is devoid of a transducer to produce sound vibrations from the signals representative of sound.

3. The amusement system of claim 1 where the player includes a power supply configured to supply power to the cartridge when the cartridge is received by the player.

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4. The amusement system of claim 1 where the memory, processing system, and programming of the cartridge are contained on a single chip.

10 5. The amusement system of claim 1 where the cartridge is configured so that it has at least one side-to-side dimension, and where the largest side-to-side dimension of the cartridge is no more than 2 inches.

15 6. The amusement system of claim 1 where the player is configured so that it has at least one side-to-side dimension, and where the largest side-to-side dimension of the player is no more than 3 inches.

20 7. The amusement system of claim 1 where the player includes a fob-like structure.

8. The amusement system of claim 7 where the fob-like structure includes a loop.

5 9. The amusement system of claim 1 where the cartridge includes a fob-like structure.

10 10. The amusement system of claim 1 where the cartridge includes a structure configured to attach the cartridge to clothing and clothing accessories.

15 11. The amusement system of claim 1 further comprising at least one other cartridge, and where the player is configured to receive any one of the cartridges.

12. The amusement system of claim 1 where the cartridge includes a housing.

20 13. The amusement system of claim 11 further comprising art on the housing relating to the data stored by the cartridge.

14. The amusement system of claim 12 where the housing has a side-to-side dimension of less than 1 inch.

5 15. The amusement system of claim 1 where the data representative of sound is data representative of music.

10 16. The amusement system of claim 1 where the transducer is at least one earphone.

15 17. The amusement system of claim 1 where the transducer is a speaker.

18. The amusement system of claim 1 where the transducer is configured for denta-mandibular sound transmission.

20 19. The amusement system of claim 1 further comprising a figurine associated with the player.

20. The amusement system of claim 1 where the player is configured to include a figurine.

5 21. The amusement system of claim 1 where the player is configured as a toy.

22. The amusement system of claim 1 where the cartridge is configured to store data representative of images and to produce electrical signals representative of images,
10 and where the player includes an output adapted to display images from the signals representative of images received from the cartridge.

23. The amusement system of claim 1 where the system is configured to
15 download signals representative of sound and to store the signals in the memory of the cartridge.

24. The amusement system of claim 1 where the system is configured to download analog signals representative of sound, to convert analog signals representative of sound to digital signals representative of sound, and to store the digital signals representative of sound in the memory of the cartridge.

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25. The amusement system of claim 1 where the system is configured to download analog signals representative of sound from an audio jack.

26. Music produced by the amusement system of claim 1.

27. An amusement cartridge comprising:

a printed circuit board;

a processing system associated with the printed circuit board to produce electrical signals representative of sound from the data representative of sound;

5 memory associated with the printed circuit board configured to store both data representative of sound and programming executable by the processing system to produce the electrical signals representative of sound from the data representative of sound;

at least one connector configured to allow the cartridge to releasably connect to a player adapted to receive electrical signals representative of sound from the cartridge and to produce sound vibrations from the received signals; and

a housing for the printed circuit board, processing system and memory, where the housing has at least one side-to-side dimension, and where the largest side-to-side dimension of the housing is no more than 1 inch.

28. The amusement cartridge of claim 27 where the processing system and memory comprise a single chip.

29. Music produced at least in part by the cartridge of claim 27.

30. An amusement system comprising:

cartridge means for storing data representative of sound and for producing signals representative of sound; and

player means for receiving signals from the cartridge means and for producing
5 sound vibrations from the received signals.

31. An amusement system to obtain signals representative of sound and to store such signals so that the signals may be used to produce sound, the system comprising:

10 a source of signals representative of sound;

an audio port associated with the source and through which signals representative of sound may be sent; and

a toy configured to receive and store signals representative of sound, and to produce sound from such signals;

15 where the toy is configured to connect with the audio port, and to receive and store signals representative of sound transmitted from the source through the audio port to the toy.

32. A method of obtaining signals representative of sound and storing such signals so that the signals may be used to produce sound, the method comprising:

providing a source of signals representative of sound, where the source includes an audio output port configured to transmit signals representative of sound to a speaker;

5 providing a device configured to receive and store signals representative of sound;

connecting the device to the audio port;

transmitting signals representative of sound from the source through the audio port to the device; and

10 storing the signals representative of sound with the device so that the signals may be used to produce sound.

33. The method of claim 32 where the source is a computer.

15 34. The method of claim 32 where the audio port is an amplifier output configured to output signals sufficient to drive a speaker.

20 35. The method of claim 32 where the device is a toy.

36. The method of claim 32 where the signals representative of sound include machine information to control functions of the device.